



**WILLIAMSBURG DEPARTMENT OF RECREATION
FAST PITCH RULES
GIRLS 14-UNDER and 17-UNDER**



I. THE GAME:

- A. All games will consist of seven (7) innings with a 75-minute time limit.
- B. If time expires before the completion of the inning all play will stop and the score from the last completed inning will be considered the final score.
- C. If a game ends in a tie because of the time limit, it will be counted as a tie game. If a game is tied after the seven innings and before the 75-minute time limit has expired, extra innings will be played.
- D. A team must have at least seven (7) uniformed players (t-shirt) to be able to start a game. There will be a fifteen minute grace period before a game is declared a forfeit. The umpire will deduct any minutes used of the grace period from the 75-minute time limit. If you have seven players at game time you must start the game.

II. THE PLAYERS:

- A. All players must have the uniform (t-shirt) on to be eligible to play.
- B. The catcher must wear the furnished catcher's mask and helmet, chest protector, and shin guards while catching in both games and practices.
- C. All players are placed in the batting order in every game. The first batter does not bat again until every player at the game has batted. Players arriving late are placed at the end of the batting order.
- D. Every player must play at least two innings in the field each game.

III. BATTING:

- A. No batter will come to bat after a team has scored five or more runs in an inning. All the runs that scored on the play of the previous batter will count. After all action has stopped and time is called by the umpire the inning is over and the teams will change sides. However, the umpire will only allow the normal base running action on the play.
- B. There will be no infield fly rule.
- C. Throwing the bat will be strictly enforced. Each offense will result in the batter being called out, the ball being dead, and all base runners have to return to the base then occupied at the time of the pitch.
- D. Masks are required on all batting helmets.

IV. BASE RUNNING:

- A. Base runners cannot leave their base until the ball leaves the pitcher's hand.
- B. Any base runner that misses a base will be called out by the umpire after the play has stopped and the ball is dead. If the out is the third out of the inning, all runs scored after the base runner being called out, will not count. If the base runner called out was forced to go to that base and was the third out, then no runs score on the play.
- C. To speed up play, if there are two outs and the catcher is a base runner, a runner will be put in to run so that the catcher can put on their gear. This runner will be the player that was put out for the second out.
- D. Rough base running will not be allowed. It is the runner's responsibility to avoid a collision with a defensive player, whether they are in the base path or not.
 - 1. If the defensive player is in the act of fielding a batted ball and the runner collides with them the ball is dead, the runner out, and all runners must return to the base they occupied at the time of the pitch.
 - 2. If the defensive player is in the act of catching a thrown ball and the runner collides with them the ball is dead, the runner is out, and all runners must return to the last base they occupied. **EXCEPTION: THE UMPIRE CAN IN HIS JUDGEMENT RULE THAT THE COLLISION WAS UNAVOIDABLE IN WHICH CASE THE BALL REMAINS ALIVE, NO OUT IS CALLED ON THE RUNNER, AND ALL ACTION CONTINUES.**
 - 3. If a fielder not in the act of catching the ball obstructs the runner then the runner may not be put out between the bases that the obstruction is called. If the runner continues past the bases where the obstruction occurred then they are liable to be put out.

V. ADDITIONAL RULES:

- A. If a player has to leave the game, their name will be dropped from the line-up and no out will be called if their time to bat comes up.
- B. Players and coaches will not be allowed to talk to the other team in an unsportsmanlike manner. All talking during the game should be in support of your own team.
- C. No jewelry may be worn during the game except for stud earrings.

THIS PROGRAM IS A RECREATIONAL PROGRAM SET UP FOR THE YOUTH TO ENJOY PLAYING, WHILE LEARNING NEW SKILLS AND SPORTSMANSHIP. NO UNSPORTSMANLIKE ACTION BY ANY COACH, PLAYER, OR SPECTATOR WILL BE TOLERATED. EXCESSIVE ABUSE WILL RESULT IN THE CANCELLATION OF THE GAME.

For game cancellations please call 259-3777